



VOLUME VII, #29

BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed
*'Oh, what a tangled web we weave
When first we practice to deceive'*
--Sir Walter Scott--

(#2113)



15 May 03

Kanne Wins "Atreus"!!

DUNE to Begin!

James Kanne has won our first official HotW with bidding game (The first, "Shamesh", was run over GENE about a decade ago). Since we haven't a quorum yet for a new HotW game yet, we'll begin DUNE. So far we have Dave Anderson, Ron Fisher, Kevin Wilson, John Butitta, Walt O'Hara, and Paul Barrett but could take up to three more. Due next time are your faction druthers. The BT, bk, and Landward factions are also available (See Reference 1). The House Rules are at Reference 2. If we have 7 or 8 players, we'll add the Treachery cards from SPICE HARVEST; if we have 9, we'll add the Treachery cards from "Grand DUNE".

Ms Nar update: Our favorite Avatar of Fate is home and meaner than ever. Her incision is healed over, but the colostomy bag is driving her to new levels of anariness. Not sure what that means to dice rolls. The bag should come out before WBC, but how close? Meanwhile my 86.5-year old mom is here to help but is now also an invalid due to an inflamed L-1 region in her lower back and subsequent sciatic nerve problems.

GAME OPENINGS: (if interested, send stand-by orders)

BORIS XVI: England

CIRCUS MAXIMUS: Leadfoot Laertes and Whiplash Willie are available.

DUNE: Starting now. See above for details.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: The man who trusts men will make fewer mistakes than he who distrusts them. ---Cavour

BOOS & KUDOS

This month's Madame Bokduc Press Excellence Award (and free issue) goes to Walt O'Hara for his CIRCUS MAXIMUS press.

This month's Ms Nar Super-Sudsy Bomb is lobbed jointly at same three as last time.

REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/variants/vindex.html>
2. <http://hometown.aol.com/prbolduc/boris/hrules/DUNE.html>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 6 JUN 03



PARIS BURNS!! Brits in Revolt Fall 1904

XVI
2002C

MIRKWOOD: It looks like the Democratic Experiment in Europe is over. Both PAR and LON are firmly under the German jackboot with little chance of recovery. Rumor has it that all first born males in both countries will henceforth be named "David" after the current Kaiser. In the East, Austria and Russia are putting the squeeze on the Turk, but some Franco-Turkish cooperation could give Italy a bit of apoplexy.

TROOP MOVEMENTS:

French F LYO retreats to TUS. Turkish A BUL retreats to CON.

AUSTRIA (R Fisher): A Bud-Ser, A Ser-Gre, (F Bulisc) S A Ser-Gre, A Tri-Alb, F Aeg S A Ser-Gre.

ENGLAND (Morrison): NMRE F Nwg Htu, F Ska Htu;

FRANCE (Boyum): (A Gas S A Parl, A Par S A Gas)(r-???) F Lpl-Wal, (F Tas-Rom)

GERMANY (Anderson): A Kle-Den, A Bur-Par, F Lm S F Den-Nth, A Bel H, A Pic S A Bur-Par, F Den-Nth, A Mun H;

ITALY (K Wilson): A Spa-Por, (A Mir-Gas,)(F Lyo-Tyn), F Wen-Spa, (A Pic-Mari, (F Tyn-Rom);

RUSSIA (Forble): (A Rum S AUS F Bul)(r-???), A StP-Fin, (F Nwy-Nwg), A Ukr S A Mos-Sev, A Mos-Sev;

TURKEY (Nichols): F Bla S A Sev-Rum, A Arm-Smy, A Sev-Rum, (A Con-Bul) (F Gre S A Con-Bul)(r-???)

Orders in brackets first: d = disbanded, oth = off the board, otn = on the move, r-??? = must retreat somewhere, u = unordered. See map at Reference 1. Full transcript of game thus far is at Reference 2.

French A PAR must retreat oth or to BRE. Russian A RUM must retreat oth or to BUD or GAL. Turkish F GRE must retreat oth or to ION.

SUPPLY CENTERS:

AUS: Bud? Tri Vie Ser Gre +Bul

ENG: Edi -Nwy

FRA: Bre -Par -Por lpl

GER: Ber Kle Mun Bel Den Hol Lon +Par

ITA: Nap Rom Ven Tun Mar Spa +Por

RUS: Mos StP Swe War -Rum +Nwy +Sev +Bud?

TUR: Ank Con Smy -Bul -Sev +Rum

(6/5) Build 1/Even *

(1) Tear 1

(2) Tear 2 **

(8) Build 1

(7) Build 1

(6/7) Build 1/2 *

(4) Tear 1 ***

* If Russian A RUM r-GAL, A & R both may build 1. If Russian A RUM r-oth, R may build 2, A may build 1. If Russian A RUM r-BUD, R may build 2, A will be even.

** If France retreats A PAR oth, they need only tear 1.

*** If Turkish F GRE r-oth, even.

Due next time: Your retreats, builds/tears and orders for Spring 1905 and Press.

REFERENCES:

1. <http://hometown.aol.com/trboulducboris/index.html>
2. <http://hometown.aol.com/trboulducboris/index.html>

EMBASSY BEAT

T-I: Could use your help. Imagine a 3-beet Austria, screaming "Next!"

T-R: Does Mother Russia trust a pack of drooling Austrians clawing her backside? I'm trying to get out of your homeland.



MACHIAVELLI WE BEGIN!

2003????

Ragnocitti: Tensions are running high in Italia after the French judge made a controversial call in favor of Venice over Milan in the All-Italy Bocce Ball Championships. The Papal team is considering filing a protest over a series of borderline calls favoring Naples by the Turkish judge. With Bocce fever running so high, could this be the spark that ignites the conflagration everyone knows is inevitable?

TROOP PLACEMENTS:

AUSTRIA (Wilson, 2d): A Aus, A Bari, A Mes, A Mil, A Tyr, F Nap, F Sar;

FRANCE (Scott, 2d): A Avt, A Selz, F Mar, G Mil;

MILAN (Cole, 2d): A Cre, A Fer, A Mod, A Pav;

PAPACY (Anderson, 4d): A Bol, A Per, A Rome, F Anc

TURKEY (McConnell, 3d): A Alb, A Hun, F Dur, F Tun;

VENICE (Nichols, 9d): A Pad, A Tre, F Dal, G Ven

Autonomous: Are, Flo, Gen, Luc, Man, Motz, Pio, Pisa, Rag, Sav, Sic, Trent, Tur.

Advanced Rules are in Play (i.e., Sections 1-11). If all agree, any and all of the Optional Rules may be adopted.

Supply Chart:

AUSTRIA (2d): squ, AUS, BARI, cap, cor, MES, NAP, otr, pol, sal, SAR, TYR;

FRANCE (2d): AVI, MAR, pro, SALZ;

MILAN (2d): CRE, FER, MOD, PAV, SWI;

PAPACY (4d): ANC, BOL, psc, PER, ROME, spo, urb;

TURKEY (3d): ALB, bos, DUR, her, HUN, TUN;

VENICE (9d): ber, DAL, fri, lat, PAD, TRE, VEN, ver;

Autonomous: Are, Flo, Gen, Luc, Man, Mont, Pio, Pisa, Rag, Sav, Sic, Trent, Tur.

All caps = Home cities, Capitalized = captured cities, all lower case = provinces.

Orders for Spring 1513 are due 3 Jul 03 unless all agree to 6 Jun 03.



--CIRCUS MAXIMUS (continued from p 4)

Rufus leaned out into the rains and balanced as the heavy (slow) chariot creaked into the straightaway, looking somewhere, anywhere, for an advantage... Instantly, he spotted one and lumbered into position....

THE CAST: (In Tiebreak Order)

London (McCabe): 8137, 16C, 2K, 50M, ON-1
 Paris (Frueh): 8136, 16C, 6K, 70M, ON-3
 Genoa (Copeland): 885, 16C, 6K, 70M, SV-10
 Hamburg (Debbie A): 889, 7C, 4K, 80M, SV-10
 Venice (Hanna): 881, 11C, 5K, 70M, SV-10
 Barcelona (Buttita): 890, 10C, 2K, 60M, ON-1

ADVANCES

A,B,D-L,N-T,V-X
 A-F,I-L,N-T,V-X
 A,B,E,F,I,N,O,R,S,V-X
 A,B,E,F,I,J,R,S,V,W
 A,B,E,F,H-J,N,O,R,S,V,W
 A,B,E,F,I,J,N,O,R-T,V,X,Y

There is a shortage of Fur and a surplus of Spice.

7.7: Bid Phase:

G bids 6t. H & B bid 8t. L bids 14t. P bids 31t. V bids 34t.

8.2: Card Buying Phase (cont): P discards "Revolutionary Uprising".**8.3: Card Play Phase:**

G plays "Pirates" @ Tre (-BC +1BT, Aer (-PC +1PT) & Alex (-BC +1BT), "Spice" (P +\$36, surplus removed), "Columbus" (1st Leader), Vesalius (\$5 protection), "Cloth/Wine" as cloth (G +\$45, H,P,V +\$5).

H, B & L play no card.

P (\$1t) plays "Galileo" (no protection), "Silk" (P +\$128, L&V +\$8) and play "Civil War" on L (-LC +1LT @LON +1 ML; must lose 7t or \$62).

V (\$4H) plays "Religious Strife" (L +4 ML, V +3 ML, B,G,H,P +2 ML).

THE CAST: (In Turn 8 Order)

Genoa (Copeland): 8139, 10C, 6K, 90M, SV-10, 6t
 Hamburg (Debbie A): 886, 7C, 4K, 100M, SV-10, 8t
 Barcelona (Buttita): 882, 7C, 2K, 80M, ON-1, 8t
 London (McCabe): 8131?, 15C, 2K, 100M, ON-1, 14t?
 Paris (Frueh): 8274, 15C, 2K, 90M, ON-3, 31t
 Venice (Hanna): 881, 11C, 5K, 100M, SV-10, 34t

ADVANCES

A,B,E,F,I,N,O,R,S,V-X
 A,B,E,F,I,J,R,S,V,W
 A,B,E,F,I,J,N,O,R-T,V,X,Y
 A,B,D-L,N-T,V-X
 A-F,I-L,N-T,V-X
 A,B,E,F,H-J,N,O,R,S,V,W

THE BOARD:

B: C @ Alg, BAR, Basc, Fes, Gra, Lis, Tok; IT @ Alex, Barc, Tou, Tre.

G: C @ Bel, Con, Cyp, Flo, GEN, Lyo, Mar, Sic, Smy, Tun; IT @ Ada, Bari, Jer.

H: C @ Bru, Dan, HAM, Kie, Lub, New, Rig; IT @ Col, Cop, Kaf, Mal, Mit, Pra, Smo, Ste, Whit.

L: C @ Ber, Cal, Chr, Edt, Erz, Ice, Por, Sev, Sto, Sue, Tan, Tri, Waf, Wat, Yor; IT @ Arin, Corn, Kon, LON, She, Wal.

P: C @ Alep, Basl, Flor, Bud, Chi, Cre, Dub, Dij, Ein, Ind, Nuz, PAR, Pra, Str, Salo; IT @ Aer, Ath, Dur, Gal, Lev, Tar.

V: C @ Ang, Mil, Mon, Nap, Poti, Rom, Sar, StM, Val, Var, VEN; IT @ StG.

Press:

Paris Pup to London Philly - Your sweet play of this game is now at the critical point - how will we fare during the card play phase? And I wonder what lovely surprises do you have for me. Consider my gift an early Christmas present.

Due next time are orders for Turns 8.4 (Purchase), 8.5 (Expansion).

Your cards (Karte) are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token



BRITAINA

"Egbert"

Turns XIV & XV



The Cast:

Blue: Kevin Wilson Green: Dave Anderson Purple: Chuck Hanna Red: Peter Boyum

Board

R-Bs (1.5): 1A @ Dalraida.

Welsh (0): 4A @ Hwicce; 1A @ Cornwall, Chwyd, Devon, Dyfed, Gwent, Gwynedd, Powys.

Picts (1.5): 2A @ Alban; 1A @ Mar.

Caledonians (2.5): 1A @ Hebrides.

Irish (2.5): 2A @ March.

Scots (2): 2A @ Strathclyde; 1A @ Dunedin.

Norsemen (0): 2A @ Moray, Skye; 1A @ Caithness, Orkneys.

Dubliners (0): 3A @ Galloway; 1A @ Cheshire, Peatines.

Danes (0): Sweyn/Canute, 6A @ Frisia; 1A @ Bernicia.

Saxons (1): 3A, Edgar @ York; 2A @ Lothian, N Mercia; 1A @ Avalon, Essex, Kent, Lindsey, Norfolk, S Mercia, Suffolk, Sussex, Wessex.

Sett: Red 99.5, Purple 69.5, Green 60.5, Blue 33

TURN XIV

Danes (0): Grow 1 pp. 2A, L Frisia-Lindsey (2+1, 1:3 1 Saxons r-N Mercia), 2A Frisia-Essex (6,3:1 -1 Saxons), 2A Frisia-Essex-Downlands. Remove Canute, 2A Lindsey, 1A Bernicia & Essex.

Saxons (1): Edgar dies. Grow 10 pp. Add 1A @ Kent, S Mercia & Suffolk. 1A @ Kent-Essex, 1A @ S Mercia-Essex, 1A @ Suffolk-Essex (5,5,3:1 -1 Dane), 1A @ N Mercia-Lindsey, 1A @ York-Bernicia.

TURN XV

Saxons are King (+4 VP) and a free A @ Lindsey.

Sett: Red 99.5, Purple 69.5, Green 60.5, Blue 33

R-Bs (1.5): Grow 0.5 pp. 1A Dalraida-Skye (5:6,4 -1 RB). RBs extinct.

Welsh (0): Grow 5.5 pp. Add 1A @ Powys. 4A Hwicce to March (8,4,3,3:4,2; 6,6,5,3:4 -2 Irish). Irish extinct.

Danes to Normans--We did what we could, spare us for just a little longer, shall we say the end of Turn 16777?

Picts (1.5): Grow 1 pp. Hold.

Caledonians (2.5): Grow 0.5 pp. Add 1A @ Hebrides. Hold.

Board

Welsh (2.5): 4A @ March; 2A @ Powys; 1A @ Cornwall, Chwyd, Devon, Dyfed, Gwent, Gwynedd.

Picts (2.5): 2A @ Alban; 1A @ Mar.

Caledonians (0): 2A @ Hebrides.

Scots (2): 2A @ Strathclyde; 1A @ Dunedin.

Norsemen (0): 2A @ Moray, Skye; 1A @ Caithness, Orkneys.

Dubliners (0): 3A @ Galloway; 1A @ Cheshire, Peatines.

Danes (1): 2A @ Downlands.

Norwegians: Harald & 10A @ North.

Saxons (1): 3A @ Essex, N Mercia, York; 2A @ Lindsey, Lothian; 1A @ Avalon, Bernicia, Kent,



TITAN

Let's Begin
Turn 1



The Cast:

Gold: Alan Bargender
Black: Laird Khaoz

Red: Walt O'Hara
Brown: Mark Frueh

Green: Tony Rezzarday
Blue: Andy York

MOVEMENT:

Brown (Frueh): dr: 5. Spider 100 holds; Antlers 100-3.
Blue (York): dr: 1. Batman 400-122; Anchor 400-24.
Gold (Bargender): dr: 3,5. Crown 300 holds; Horn 300-38.
Red (O'Hara): dr: 3,5. Bleeding Heart 500-31; Maltese Cross 500-27.
Green (Rezzarday): dr: 2,1. Dagger 200-6; Fleur-de-Lis 200-10.
Black (Khaoz): dr: 6. Eye of Sauron 300-500; Poison Pen 300-22.

MUSTERING: 4 cyclops, 1 lion, 3 trolls, 1 warlock.

POOL: Archangels (6), Angels (12), Behemoths (18), Centaurs (13), Colossi (10), Cyclops (24), Dragons (18), Gargoyles (8), Giants (18), Gorgons (25), Griffons (18), Guardians (6), Hydra (10), Lions (27), Minotaurs (21), Ogres (13), Rangers (28), Serpents (10), Trolls (25), Unicorns (12), Warbears (21), Warlocks (5), Wyverns (18).

Your Legions are:

Your Turn 2 die roll is: ____.

Game map is at: <http://hometown.aol.com/prbolduc/boris/mindex.html>



Norfolk, S Mercia, Suffolk, Sussex, Wessex. Harold @ ?.

Normans: Willy, GA,4C @ Channel.

Legend: A = infantry army, C = cavalry army, F = fort, L = leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, * = in melee, & = attack by/against cavalry

See map at: <http://hometown.aol.com/MsNar#maps/Egbert.gif>



LORD STANLEY DIESELS HAPPEN!



ERRATA: THB took two loans in ORs 6 so it too joins the CGR. Butitta no longer has a CA. CA ran for \$240 which means Frueh needed to supply \$138 to pay off the loans.

PLAYER STATUS: (* = Prez) cert limit = 10

Frueh: \$187, 6 CA*, 1 LPS, 2 CGR, 1 BBG (9 certs)
 Butcher: \$87, 6 CGR*, 1 CA, 1 LPS (7 certs)
 Butitta: \$54, 2 CGR, 6 CPR* (7 certs)
 Zieske: \$150, 5 LPS*, 1 CA, 1 BBG, 3 CGR, (9 certs)
 Hanna: \$30, 3 CGR, 6 BBG*, 1 LPS (9 certs) (Priority)

CORPORATION STATUS:

Corp	Prez	Price	Par	IO Pool	Cash	Trains	Tokens
LPS PZ	D200	90	0 2	219	45		C14, F17, Tun
CA MP	E125	80	0 2	000	56		D17, C14, Br
*CGR TB	A100b	100	0 4	084	444		K8, N14w, O16, P9, F15, F17, D17, L14S, Tun
*CPR JB	A100a	100	4 0	600	-		(M4)
*BBG CH	D75	100	1 1	662	5		J15, L13, F15

* Yet to operate.

OR 7.1 (concluded)

Corp	Title	Lay	Token	Earn	Div	Trains	Price	Notes
CGR	#122/NI1(isc)	no		\$510	no	444	A100	
CPR	#4/M6(nl)		M4 & N11	--	--	+6	A90	a
BBG	#125/L13(ne)	no		\$230	\$23	5	D80	

a1 - \$40 for 2nd token, buys 6-train 1-\$560 from CPR, Butitta sells 1 CPR (+\$100, CPR to B80) and covers the last \$140.

OR 7.2

Corp	Title	Lay	Token	Earn	Div	Trains	Price	Notes
LPS	#25/C16(sw)	no		\$430	\$43	(4)5	C225	
CA	#3/D19(sw)	no		\$460	\$46	56	D150	
CGR	#124/N11(sw)	no		\$530	no	(444)+D	A100	a
CPR	#121/M4(s)	no		\$260	\$26	6	B90	
BBG	#13/E16(sw)	no		\$250	\$25	5	D90	

a1. Trades in 4-train & \$750 for Diesel. Phase change. 4-Trains are scrapped.

PLAYER STATUS: (* = Prez) cert limit = 10

Frueh: \$354, 6 CA*, 1 LPS, 2 CGR, 1 BBG (9 certs)
 Butcher: \$130, 6 CGR*, 1 LPS (7 certs)
 Butitta: \$154, 2 CGR, 5 CPR* (7 certs)
 Zieske: \$459, 5 LPS*, 2 THB*, 1 CA, 1 BBG, 2 CGR, (9 certs)
 Hanna: \$361, 3 CGR, 6 BBG*, 1 LPS (9 certs) (Priority)

CORPORATION STATUS:

Corp	Prez	Price	Par	IO Pool	Cash	Trains	Tokens
LPS PZ	C225	90	0 2	311	5		C14, F17, Tun
CA MP	E150	80	0 2	086	56		D17, C14, Br
CGR TB	A100	100	1 4	375	D		K8, N11, O16, P9, F15, F17, D17, L15N, Tun
BBG CH	D90	100	1 1	710	5		J15, L13, F15
CPR JB	B90	100	4 1	026	6		M4, N11

The Bank has \$9,672.

AVAILABLE TILES:

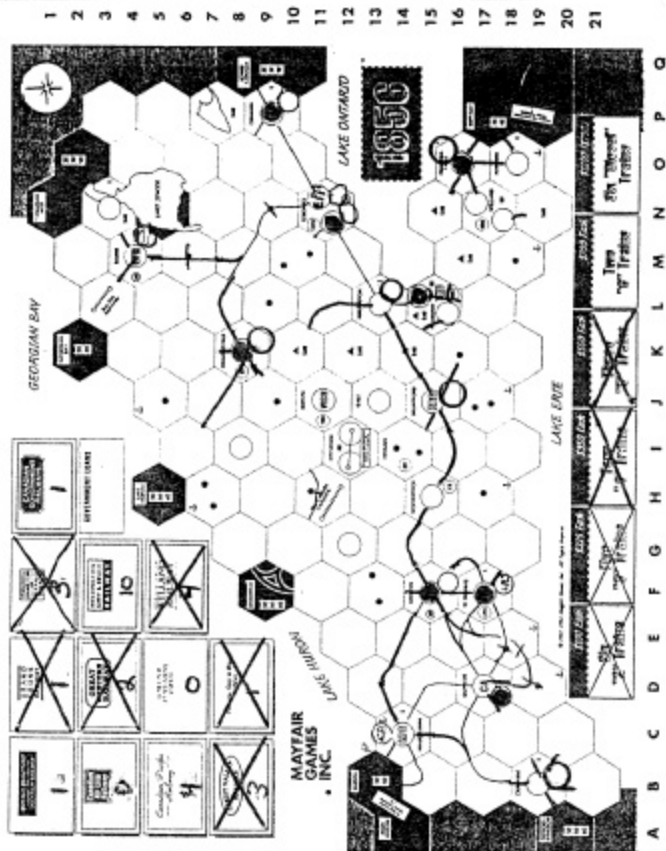
Yellow: #1(1), #2(1), #3(2), #4(2), #5(1), #6(2), #7(5), #8(6), #9(8), #55(1), #57(3), #58(1), #69(1)

Green: #14(2), #15(2), #16(1), #17(1), #18(1), #19(1), #20(1), #23(3), #24(4), #25(0), #26(1), #27(1), #28(1), #29(1), #59(1), #121(1)

Brown: #39(1), #40(1), #41(3), #42(3), #43(1), #44(1), #45(2), #46(2), #47(2), #63(3), #64(1), #65(1), #66(1), #67(1), #70(1), #125(0), #127(1)

Grey: #123(1)

Due next time: Orders for OR 7.3 & SR 8. Hanna has the Priority. WGR is available.





1835

OR 7.1

D

ERRATUM: H2 has 207(ne), BA has a token in F14.

Player Status: (* = Direktor)

Fisher: 115 M, #1, #3, #6, 1 BY, 1 SX, 5 BA*, 1 PR, 1 WT <Zug>

Hanna: 58 M, 5 SX*, Braun, 6 WT

Buttitta: 24 M, #2, PB, 3 SX, 1 BA, 2 PR, 1 WT, 2 HE*

Butcher: 108 M, 5 BY*, Hann, OB, 1 PR, 1 BA, 1 WT, 1 HE

Zieske: 105 M, #4, #5, 4 BY, 1 SX, 3 BA, 1 WT, 2 HE

CORPORATION STATUS:

Corp	Dir	Price	IO Pool	Cash	Trains	Tokens
#1	RF	--	-- --	0	3+	H2
#2	JB	--	-- --	400	23	E19
#3	RF	--	-- --	210	2	F14
#4	PZ	--	-- --	050	22	G5
#5	PZ	--	-- --	240	23	E19
#6	RF	--	-- --	30	3+	C11
PR		D154	0 0	616	--	--
BY	TB	C110	0 0	270	222+2+	O15, L14N, H20
SX	CH	B108	0 0	360	2+2+3	H16, H20, E19
WT	CH	C80	0 0	840	--	(M9)
HE	JB	D84	5 0	420	--	(J8)
BA	RF	E80	0 0	180	223	LESE, F14

OR 7.1

Privateers pay Buttitta 15 M, Hanna 25 M, and Butcher 40 M.

Corp	Title	Lay	Token	Earn	Dv	Trains	Price	Notes
#1	----	----	---	130	65	3+	--	
#2	----	----	---	180	90	E13	--	
#3	----	----	---	070	35	E2	--	
#4	----	----	---	100	50	E22	--	
#5	----	----	---	180	90	E13	--	
#6	----	----	---	110	55	3+	--	
BY	#207/O15(aw)	---	---	320	no	E212+2+	C100	
SX	#16/H18(aw)	---	---	270	27	1-2+,2+,3+,3+	B120	-270 M
WT	#5/M9(nw)	H17	---	--	--	+2+,+4,+4	C82	a
HE	#9/J10(e)	J8	---	--	--	+4	D80	-360 M
BA	----	----	---	90	9	3	E86	

a) Buys a 2+2 from SX for 1 M, then buys two 4-trains from Bank (-8720 M). All 2-trains are scrapped. Buttitta converts #2 to PR, thus opening the PR. The other minors decline.

Player Status: (* = Direktor) Certificate limit = 12

Fisher: 342 M, #1, #3, #6, 1 BY, 1 SX, 5 BA*, 1 PR, 1 WT <Zug>

Hanna: 218 M, 5 SX*, Braun, 6 WT

Buttitta: 219 M, #2, PB, 3 SX, 1 BA, 2 PR, 1 WT, 2 HE*

Butcher: 157 M, 5 BY*, Hann, OB, 1 PR, 1 BA, 1 WT, 1 HE

Zieske: 194 M, #4, #5, 4 BY, 1 SX, 3 BA, 1 WT, 2 HE

CORPORATION STATUS:

Corp	Dir	Price	IO Pool	Cash	Trains	Tokens
#1	RF	--	-- --	0	3+	H2
#3	RF	--	-- --	245	-	F14
#4	PZ	--	-- --	100	-	G5

Dolon with the King

Roland Killed! Sheriff Cleared!

Turns 9, 10 & 11



The East:

D&D Anderson: Lord Jeffrey (#23 & 61), 3 IP, 14/5 PP, 12 cards, #51, #24(MC).

A. Bargender: Earl James (#22, MC), 3 IP, 5/0 PP, 10 cards, #52(H), #12(H).

Copeland: Marquise Margaret (#56), 8 IP, 28/9 PP, 12 cards, Philip, #46, #54, #31, #53, #25, #41, #44, Jane.

Fowble: Lord Robert (#16/#2), 3 IP, 39/7 PP, 11 cards, #13(H), #45, #21, #11, #26, Almerly, #35, #43.

York: Countess Mary (#64), 5 IP, 19/4 PP, 12 cards; #42(H), #63(H), #55(H).

The Cabinet:

Monarch: King George (20 Support)

Navy: Lord Arthur (#36)

State: Earl Duncan (#34)

Trade: Duke Marley (#44), Mt

Epain: Sir Donald (#21), Ro

Sandarkan: Sir Guy (#12), Ja

City States: Sir Richard (#14) My

Consort: Queen Catherine

High Minister: Duke Henry (#43) Ro

Army: Earl Francis (#33)

Justice: Lord Mortimer (#35) Ro 2

Bezytan: Sir Michael (#15)

Cronos: Lord Percival (#41)

Treasury: Duke Roland (#42) H My

Turn 9:

Earl James has Sir Guy counsel the Monarch to discharge the Minister of Justice (7 = Monarch is Pleased, +1 PP).

Mary's Duel: Duke Roland (6) vs Sheriff (2). Duke Roland is killed. Sheriff (3) is cleared.

Turn 10:

1. **Player order:** Jeffrey, Margaret, Mary, Robert, James.

2. **Office:** Margaret pays 2 IP to put Knight Simon into Treasury.

3. **Political Problems:** Minister of Justice Mortimer tries to solve the Treason and Conspiracy problem. 1st Judge blinders. Mortimer fails (+1) and is sacked. Monarch's Support drops to 10.

4. **Crown Event:** 12 = Scandal (#61, 7 = Rumors Unsubstantiated).

5. **Player Turns:**

Jeffrey: Draws #33, Gout. Loses 1 IP and turn.

Margaret: Draws #65, Extra Activity. Recruit #65 Baroness Melanie (2 PP). Roll on Patronage table (-2 IP, 6+2 = Class, +10 PP). Discard "Port Guards".

Mary: Draws #66, Gain 1 IP. Promote Mary to Marquise (-4 IP). Roll on Craft Table (8+2 = High Quality, +3 IP & 3 PP). Toss "Assassination".

James: Draws #32, Favor. Play the favor opportunity for 1 IP. Roll on Fashion Table (6+2 = Smart +2 PP). Recruit #32 Earl Maxwell (3 PP). Knight James will counsel King George to remove the Minister of Justice for the Treason and Conspiracy Trial problem.

Robert: Draws #34, Extra Activity. Discards "Extradition". Make Lord Robert Minister of Justice (-3 IP). Recruit Earl Duncan #34 (3 + 3 PP). Sir Donald counsels the King to Expose a Scandal (9 = Monarch is pleased. Counsel is Accepted, +2 IP). Lord Arthur is target (4 = Libel. Accused of Wrongdoing).

The Cabinet:

Monarch: King George (20 Support)

Navy: Lord Arthur (#36)

State: Earl Duncan (#34), Ro

Trade: Duke Marley (#44), Mt

Epain: Sir Donald (#21), Ro

Sandarkan: Sir Guy (#12), Ja?

Consort: Queen Catherine

High Minister: Duke Henry (#43) Ro

Army: Earl Francis (#33)

Justice: Lord Robert (#16)

Bezytan: Sir Michael (#15)

Cronos: Lord Percival (#41)

Turn 11:

1. **Player order:** Mary, James, Jeffrey, Robert, Margaret.
2. **Office:** n/a
3. **Political Problems:** Minister of Justice Robert may try to solve the Treason and Conspiracy problem.
4. **Crown Event:** 4 = International Incident (Minister of State).

Your loyalty chip is __, your Opportunity Chip is ____, and your Event Card is _____. Due next are modifications to James' counsel (Discharge the Minister of Justice), to Arthur's Wrongdoing results, to the Political Problems roll, and to the Crown Event resolution and for your player turn orders.

The Cast:

D&D Anderson: Lord Jeffrey (#23 & 61), 2 IP, 14/5 PP, 12 cards, #51, #24(MC).

A. Bergender: Earl James (#22, MC), 3 IP, 8/0 PP, 10 cards, #52(H) #12(H) #32

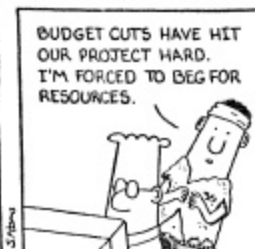
Copeland: Marquise Margaret (#56), 6 IP, 39/17 PP, 12 cards, Phillip, #46, #54, #31, #53, #25, #41, #44, Jane.

Fowble: Lord Robert (#16/62), 2 IP, 39/1 PP, 11 cards, #13(H), #45, #21, #11, #26, Almyr, #35, #43 #34.

York: Marquise Mary (#64), 3 IP, 19/4 PP, 12 cards; #42(H), #63(H) #55(H).

Table	Table Modifiers			
	James	Jeffrey	Marge	Mary Robert
Business Speculation	0	0	-1	0 0
Court Ball	0	0	0	0 +2
Craft	0	0	0	+2 -1
Fashion	+2	+1	-1	0 +2
Literary Pursuits	+2	+2	+1	+2 0
Patronage	-1	0	+2	0 0
Socializing	0	0	0	0 -2

Table	Counsels			
	James	Jeffrey	Marge	Mary Robert
Court Ball	--	--	--	1 1
Foreign War	2	--	--	-- 2,3
Scandal	--	--	--	-- 4
Treason & Conspiracy Trials (1)	--	--	--	-- 1,3





KREMLIN

Nogoodnik Waves!!



ERRATA: Purgemoff was not eligible to open investigations, so V & W didn't receive ?'s.

CAST (In Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 3 cards

Ron Fisher: Red Bivalve Factory (RBF), 3 cards

Mike Scott: The California Connection (TCC), 2 cards, 1 wave

Warren "Gos" Goele: Sneaky, Treacherous, Annoying Bastards (STAB), 3 cards

Dave Anderson: Decaying Licentious Antequarians (DLA), 1 card

POLITBURO:

Party Chief:	Nogoodnik (V)	64+	TCC 10.2, DLA 10, STAB 2
KGB Head:	<Vacant>		
Foreign Minister:	Doberman (L)	67w+	RBF 4
Defense Minister:	<Vacant>		
Ideology Chief:	Palavrian (G)	73w++	RBF 6
Industry Minister:	Nikotin (R)	59s	REDS 2
Economy Minister:	Karrienko (N), #35	63	REDS 3
Sport Minister:	Bungaloff (W)	55s	TCC 1
Candidates: BDKSQ(REDs 3)			People: EHIJMOPTUXYZ(+,RBF 5)
The Wall: AF			Siberia: C

PHASE 2.6: REPLACEMENT: STAB plays card #20, "Blackmail", to force Nogoodnik to promote "R" to Defense. Nogoodnik moves G to Sports and W to Ideology then promotes R to Defense, N to KGB, and K to Industry, aging 3 SP to 67. B is promoted by age to Economy. E & H are promoted by age to Candidates.

PHASE 2.7: REHABILITATION: Ideology Chief Bungaloff rehabs C, aging 5 SP to 60.

PHASE 2.8: PARADE: Party Chief Nogoodnik waves for "12" hours! Ages 1 SP to 68. STAB has 2 waves.

Due next are orders for Turn 3. Cure through Health Phases.

POLITBURO:

Party Chief:	Nogoodnik (V) #20(R)	68+	TCC 10.2, DLA 10, STAB 2
KGB Head:	Karrienko (N)	63	REDS 3
Foreign Minister:	Doberman (L)	67w+	RBF 4
Defense Minister:	Nikotin (R)	59	REDS 2
Ideology Chief:	Bungaloff (W)	60	TCC 1
Industry Minister:	Borentodev (K)	66	
Economy Minister:	Schukrutov (B)	75s	
Sport Minister:	Palavrian (G)	73s++	RBF 6
Candidates: DEHQIREDs 3/5			People: CIJMOPTUXYZ(+,RBF 5)
The Wall: AF			Siberia:

LEGEND: s = strong, w = weak, + = sick, ++ = ill, ? = under investigation, CN = card # remains as a bribe, C = taking the Cure.



Source of the Nile

Turn 14



The Cast:

Dan Farrow (dropped)

Ron Fisher (dropped?)

Don Chinnery

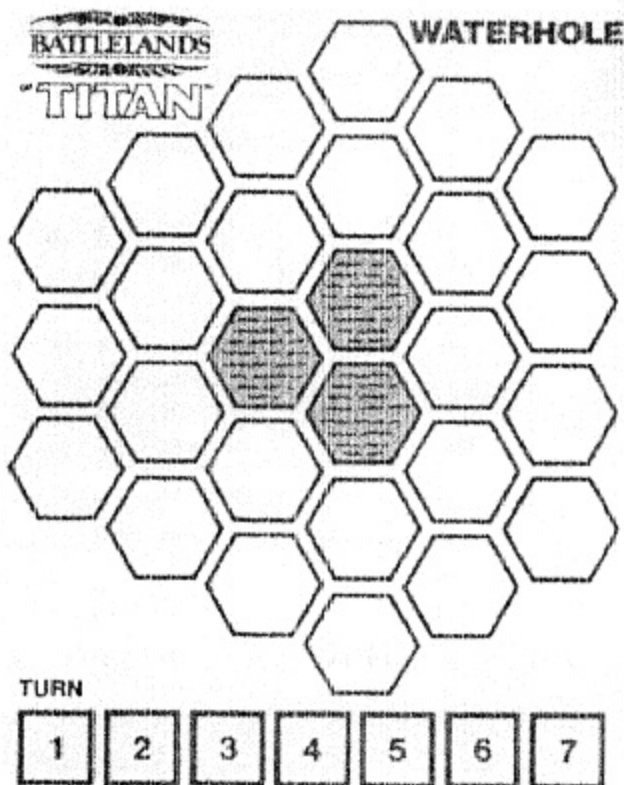
Jason Bargender

Andrew York

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13.

Positions still available for fearless explorers. Contact Alan Bargender if interested.





ATRENS

EPOCH VII

AZURE WINS!



THE CAST

Dave Anderson: Orange
Mike Fisher: Purple

Laird Khooz: Red
Wayne Morrison: Ebony

Kevin Wilson: Green
James Kanne: Azure

THE BOARD:

AI: LTic(, UNlic(, **AIV:** Mek(2), PPL, PSD(C), **AV:** NAp, SAp(OM), **AVI:** EDe, EGh, Irr, Wei, **AVII:** Eln, GPC, Hon, Kor, Sum, Yelic)
EI: App, PSb; **EVI:** CAms(, GuI, Mex(C), Nini(C)
GI: Cey, **GII:** Golic(, **GV:** EST, Htr, Mon(2), Tuz, Yan(AM), **GVI:** SIK, Sze(RM), **GVII:** BSb, CEu(PM), CMa, Dnt, NEPI(C), NGa.
OII: Hgfc(, **OIII:** Hek(C), **WGH:** **OIV:** WDe, WSe(2), **OV:** Lib, Sha(c), **OVI:** EAn, Lev, MFi, Pin, UT(FM), WAn(C,OM), Zag.
FIV: NIKRM; **FV:** Ire, LRh, Sca; **FVI:** Alb(RM), Arn(PM), Dan, Dee, Pyr(c), SAt, SAn, Sib(PM); **FVII:** Aus, Che(GM), GaD(EM), GaV(c,AM), Lin(GM), Mal(GM), Man(c,AM), Uln(GM), WGa(C,PM).
RI: Con, Mad, Nub(2); **RII:** Pallf; **RIV:** Bal(3,C), Cae, Del, Mor(2,EM); **RV:** Tar; **RVI:** Bra, Wb(C), Wln.
Seas: AtXPR, Bla(G), BoB(G), Car(2), EMS(O), Ind(P), Nth(P), Pac(P), Red(P), SCS(2A), SoJ(A), WMS(2O)

SCORE: E(39+), R(48+), O(60+), G(96), P(113), A(120).

EPOCH VII (continued)

ANTAN (R): Bid 30. Play 1A,C @ Alb (-1PV), 1F @ Nth (6,4;6; 5,2;4 -PF), 1A @ Sen (6,5;1, -1PV) Ire (4,1;2,2 -1PV), BSb (4,3;3 -1GVII), 1F @ Pac, 1A @ GPC (6,3;6,5; 3,3;1,1 -1AVII), Yan (5,1;2 -1GV), 3A @ Sze (1,1;1; 6,4;6; 5,3;6; 5,3;5; 5,4;6; 5,5;3 -2RVII), -1AVI, 1A @ Hon (2,1;6,1; 6,4;5,1 -1AVII), 2F @ BoB (4,3;6; 4,1;2 -1RF, -GF), 1A @ GaD (6,6;3,1 -1PVII), 2A @ GaV (3,2;5; 4,1;2 -1RVII, -1PVII,c), PSD (6,1;2,2 -1AFV,C +c,RM), PFI (5,2;1 -1AIV), Uln (6,2;6; 5,2;3 -1PVII), Aus (3,4;3,1 -1PVII), VP = 48 - 30 + C(3x2) + c(1) + M(3x2 +5) + S(3) + Mid E(P=1) + NAF(P=1) + ChinaD(=6) + IndiaD(=6) + S EurD(=4) + N EurD(=8) + N Amer(P=3) + S Amer(P=2) + SSA(P=2) + Nip(P=2) + Austral(P=1) = 75.

USA (Q): Bid 10. Play "Disaster in Mountains" @ PSD (-RM,c). Play 1A,C @ App (-1E1), 1A @ Dec (3,1;2 -1PVII), Mex (5,4;3,2 -1EVI,C +c), 2A @ PSb (4,3;3; 5,2;6; 6,3;2 -1OVII, -1E1), CAM(2,1;3,3; 6,6;4,2 -1OVII, -1EVI,c), 1F @ Pac, 2A @ Hon (4,2;4,1; 2,1;3,2; 5,5;3,2 -1OVII, -1RVII), VP = 60 - 10 + C(3x2) + c(3) + M(2x2 +1) + S(2) + Mid E(D=2) + NAF(P=1) + India(P=3) + S Eur(P=2) + N Eur(P=4) + EurAs(P=2) + N Amer(D=6) + S Amer(P=2) + SSA(P=2) + Nip(P=2) = 92.

JAPAN (EV): 1A,C @ Hon (-1OVII), 1F @ SoJ (3,1;3; 3,2;2 -1OF), 1A Hok (2,2;5+1; 2,2;2+1; 3,2;5+1 -3EIV).

GERMANY (E): Bid 10. Play "Jihad", 1A,C @ BSb (1RVII r-Seal), F @ Nth (4,4;4,2 -1PF), Atl, 1A Pat, 1A App (6,3;1;4,2 -1OVII,C +c), CEu (6,3;3;4 -1GV), 2A @ NGa (5,4,1;6,4 Jihad lost; 5,3;4,2 -1), 1A @ WGa (5,2;1 -1PVII,C +c), A Sib (5,1;6,5 -1EVI), VP = 39 - 10 + C(3x2) + c(2) + M(3) + S(2) + N EurD(=8) + N Amer(P=3) + S Amer(D=4) + Nip(P=2) = 53.

SCORE: E(53), R(75), O(92), G(96), P(113), A(120).

THE BOARD:

AI: LTic(, UNlic(, **AIV:** Mek(2), **AV:** NAp, SAp(OM), **AVI:** EDe, EGh, Irr, Wei, **AVII:** Eln, Kor,

Sams, Yellic.

EIV: Honi(C); **EVI:** Gu1, Mini(C); **EVI:** Appic1, BSb(C); CEu(PM), Pat, WGair, PM1.

GI: Cey; **GII:** Gole1, f1; **GV:** Est, H11, Mori21, Tur; **GVI:** StK; **GVI:** CMA, Dri, NEPI(C), NGa.

OII: Hig1, c1; **OIII:** Huk1(C), f1; **WGH:** **OIV:** WDe, WSu21; **OV:** Lib, Shale1; **OVI:** EAra, Lev, MTh, Pin, UT1(PM), WAn(C,OM), Zag; **OVI:** App(C), CAm, Det, Mexic1, PSb.

PIV: Nili(RM); **PV:** LJh; **PVI:** Ara(PM), Dan, Pyric1, SAf, SAn, S1b(PM); **PVII:** Che(GM), Lin(GM), Ma1(GM), Man1(C,AM).

RI: Con, Mad, Nub1(2); **RII:** Pal1(f); **RIV:** Bad1(3, C, f), Cre, Del, Mori2(f, EM); **RV:** Tac; **RVI:** Bra, W1(C), Wa; **RVI:** Alb(RM), Aus, GaD(EM), GaV(AM), GPC, Ire, PPL, PSD, Sca1(2), Sze(RM), UIn(GM), Yan(AM).

Seas: At1(EPR), Bla(G), BoB(R), Car(R), EMS(O), Ind1(PR), Nth(E), Pac(OPR), Red(P), SCS(2A), SoJ(E), WMS(2O)

Map posted at: <http://hometown.aol.com/msnar/maps/Atlasia.gif>

END OF GAME STATEMENTS:

ANDERSON: See last issue.

KANNE: This was my second game, my first I failed miserably at, this time I got lucky. I'm not one to count on luck, that is why I prefer to play games that don't have too much luck in them. On the other hand no matter how one does it a win does have a certain satisfaction to it. It would be nice to say I learned some brilliant strategy that allowed me to win the game; but given the same game and different die rolls and I would have had a much different result. I did learn from the first game that controlling large areas is much less important than keeping presence for long period of time, that Yellow River colony just about kept me from winning as it survived for so long. Also as a farmer I reckon I have a little more experience with bidding so that format was maybe friendlier to me than others. I didn't get the biggest empires but I usually got my money's worth on the ones I got. I do prefer the bidding over the trading off method. I'll play whatever format comes up next time and look forward to a new game.

Thank you to Paul for doing all the work of keeping track of the game and all the sending out of moves. And a big thank you to Ms. Nar for the great die rolls.

MORRISON: After being treated like chum at a shark feeding frenzy its nice to get some back. Good game but I dislike Bidding for Empires, one underbid and you're in last place forever.

GM: Interesting. The bidding definitely decided the outcome. My impressions in this game: James was a very good bidder (I but subpar player. Mike I know to be both to be a good bidder and good player (he won the HotW w/ Bidding tourney at WBC in 1999). Kevin is a good player (although he's been known to "sandbag" early epochs in the normal game) and an average bidder. Laird Khoaz bids too high for the right empires, but his play is average. David, had bidding, average play. Wayne, horrible bidding, good player.



ON DECK



1830: R Fisher, Zieske, Copeland, Zodka, Hanna, Frueh

1835: Hanna

1856: Hanna, Frueh

1870: Zieske, Hanna, Frueh

AGE OF RENAISSANCE: Hanna, Frueh

AIR BARON: R Fisher, Copeland, Zodka

BRITANNIA: Dave A, Hanna, Butitta, Wilson, Boyum, Frueh (awaiting end of Devon or Egbert)

CIRCUS IMPERIUM: O'Hara

COLONIAL DIPLOMACY: O'Hara, Copeland, Nichols, Anderson

DIPLOMACY: Fisher, Shacklett, Zodka

DUNE: Dave A, R Fisher, K Wilson, Butitta, O'Hara; need 3-4 more

GLADIATOR: O'Hara

GUNSLINGER: Scott, Fowble, R Fisher, O'Hara; need 3 more

HISTORY OF THE WORLD: Zodka

JUNTA: Copeland, Dave A, Hanna

KINGMAKER: R Fisher, Shacklett, O'Hara

KREMLIN: Zodka, Scott

MACHIAVELLI: Cole, Anderson

MAGIC REALM: Butitta, Deb A, O'Hara

MAHARAJA: Hanna

MERCHANT OF VENUS: R Fisher, Deb A

MONSTERS RAVAGE AMERICA: Butitta, TJ Klausitis(?)

RUSSIAN CIVIL WAR: O'Hara, Scott

SETTLERS of CATAN: Got, K Wilson, Copeland

SILVERTON: Zieske, Deb A

TITAN: Khass, A Burgender, York, (Webb), O'Hara, Frueh, Nichols; need 0 or 1 more

WIZARD'S QUEST: A&J Burgender, Farrow, R Fisher, Deb A, O'Hara

OTHER POSSIBILITIES: 1829 (N OR S), AFTER THE HOLOCAUST (*GM Fowble), GODSFIRE, KAMAKURA, PLANET MINERS, SAMARAI

* Offered by guest GM, when space is available.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 6 JUN 03

The Bottom Line

This is **BORIS THE SPIDER**, a zine dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". **BORIS** can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage).



STELLAR CONQUEST

William T. Riker: Due are Turn 37 combat and adjustments to movement orders for Turn 38-40. Please expedite your orders.

"Kurzon Dax". Starting soon. Last chance to apply.

BORIS THE SPIDER

c/o 285 Bevon Ct
FWB, FL 32547-3110

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